Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

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1.   (Currently Amended) A method of defining a user interface for a computer program, comprising:

after execution of the computer program has begun, defining a user interface of the program by:

reading a function description of a first function to be provided by the user interface, the function description including logic for selecting an appearance of the user interface;

~~reading~~ executing the logic included in the function description to select an appearance description of a first appearance to be presented by the user interface;

associating the function description and the appearance description on the fly at run time; and

executing the user interface with the associated function description and appearance description.

2.   (Original) The method of claim 1, further comprising replacing the function description during program execution.

3.   (Original) The method of claim 1, further comprising replacing the appearance description during program execution.

4.   (Currently Amended) The method of claim 1, further comprising:

reading a map defining multiple functions to be provided by the user interface including the first function;

reading a fashion defining all appearances to be presented by the user interface including the first appearance;

associating the map and the ~~function~~fashion on the fly at run time; and

executing the user interface with the associated map and ~~function~~fashion.

5.   (Currently Amended) The method of claim ~~1~~ 4, further comprising replacing the map during program execution.

6.   (Currently Amended) The method of claim ~~1~~ 4, further comprising replacing the fashion during program execution.

7.   (Currently Amended) The method of claim ~~1~~ 4, wherein the map specifies that a subordinate part of the user interface is specified by a second map-fashion pair.

8.   (Currently Amended) The method of claim ~~1~~ 4, further comprising receiving events from ~~the map component or the fashion component~~one of the map and the fashion.

9.   (Original) The method of claim 8, further comprising executing business logic associated with the respective component

10.   (Original) The method of claim 1, wherein the components are stored in a database.

11.   (Currently Amended) A method of defining a user interface for a computer

program, comprising:

associating a map component and a fashion component on the fly at run time to

generate the user interface, the map component including logic for changing one of the map

component and the fashion component; and

executing the user interface with the associated ~~function and appearance~~map

component and fashion component.

12.   (Original) The method of claim 11, further comprising loading a resource bundle

associated with the map component.

13.   (Original) The method of claim 12, further comprising locating sub-components

of the user interface.

14.   (Original) The method of claim 12, further comprising instantiating one or more

sub-components of the user interface.

15.   (Original) The method of claim 12, further comprising calling the fashion

component to allocate a resource to each sub-component.

16.   (Original) The method of claim 15, further comprising instructing each sub-

component to present itself in the user-interface.

17.   (Original) The method of claim 11, further comprising receiving events from the

map component.

18.   (Original) The method of claim 11, further comprising receiving events from the

fashion component.

19. (Original) The method of claim 11, further comprising executing business logic associated with the map component

20. (Currently Amended) The method of claim 11, wherein the map and fashion components are stored in a database.

21. (Currently Amended) Computer-readable medium to define a user interface for a computer program after execution of the computer program has begun, comprising instructions to:

    read a function description of a first function to be provided by the user interface, the function description including logic for selecting an appearance of the user interface;

    readexecute the logic included in the function description to select an appearance description of a first appearance to be presented by the user interface;

    associate the function description and the appearance description on the fly at run time; and

    execute the user interface with the associated function and appearance.

22. (Original) The computer-readable medium of claim 21, further comprising instructions to replace the function description during program execution.

23. (Original) The computer-readable medium of claim 21, further comprising instructions to replace the appearance description during program execution.

24. (Currently Amended) The computer-readable medium of claim 21, further comprising instructions to:

    read a map defining multiple functions to be provided by the user interface including the first function;

read a fashion defining all appearances to be presented by the user interface

including the first appearance;

associate the map and the ~~function~~fashion on the fly at run time; and

executing the user interface with the associated map and ~~function~~fashion.

25. (Currently Amended) The computer-readable medium of claim ~~21~~ 24, further comprising instructions to replace the map during program execution.

26. (Currently Amended) The computer-readable medium of claim ~~21~~ 24, further comprising instructions to replace the fashion during program execution.

27. (Currently Amended) The computer-readable medium of claim ~~21~~ 24, wherein the map specifies that a subordinate part of the user interface is specified by a second map-fashion pair.

28. (Currently Amended) The computer-readable medium of claim ~~21~~ 24, further comprising instructions to receive events from ~~the map component or the fashion component~~one of the map and the fashion.

29. (Original) The computer-readable medium of claim 28, further comprising instructions to execute business logic associated with the respective component

30. (Original) The computer-readable medium of claim 21, wherein the components are stored in a database.

31. (Currently Amended) A computer-readable medium of defining a user interface for a computer program, comprising instructions to:

associate a map component and a fashion component on the fly at run time to generate the user interface, the map component including logic for changing one of the map component and the fashion component; and

execute the user interface with the associated ~~function and appearance~~map component and fashion component.

32. (Currently Amended) A system to define a user interface for a computer program, comprising:

a processor;

a device coupled to the processor to present the user interface;

means for associating a map component and a fashion component on the fly at run time to generate the user interface, the map component including logic for changing one of the map component and the fashion component; and

means for executing the user interface with the associated ~~function and appearance~~map component and fashion component.

33. (Original) The system of claim 32, wherein the device is a display.

34. (Original) The system of claim 32, wherein the device is a sound input-output device.

35. (Original) The system of claim 32, wherein the device is a telephone.